

# Sound Forge 7.0

After the Sound Forge software is installed and you start it for the first time, the registration wizard appears. This wizard offers easy steps that allow you to register the software online with Sony Pictures Digital Media Software and Services. Alternatively, you may register online at [www.sony.com/media/software](http://www.sony.com/media/software) at any time.

Registering your product will provide you with exclusive access to a variety of technical support options, notification of product updates, and special promotions exclusive to Sound Forge registered users.

## Registration Assistance

If you do not have access to the Internet, registration assistance is available during normal weekday business hours. Please contact our Customer Service Department by dialing one of the following numbers.

Telephone/Fax	Country
1-800-577-6642 (toll-free)	US, Canada, and Virgin Islands
+800-204-7703	for all other countries
1-800-250-1345 (Fax)	All countries

## Customer Service/Sales

For a detailed list of Customer Service options, we encourage you to visit <http://mediasoftware.sonypictures.com/support/custserv.asp>. Use the following numbers for telephone support during normal weekday business hours:

Telephone/Fax/E-mail	Country
1-800-577-6642 (toll-free)	US, Canada, and Virgin Islands
+800-204-7703	for all other countries
1-800-250-1345 (Fax)	All countries

<http://mediasoftware.sonypictures.com/custserv>

## Technical Support

For a detailed list of Technical Support options, we encourage you to visit <http://mediasoftware.sonypictures.com/support/default.asp>.

- To listen to your support options, please call 608-256-5555.
- Customers who have purchased the full version of Sound Forge receive 60 days of complimentary phone support. The complimentary support begins the date of your first call. (Registration is required to receive this complimentary support.) Please call (608) 204-7704 if you need assistance with your full version product. This offer does not apply to Screenblast Sound Forge users.

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## Using zooming shortcuts

### Zooming to a selection

1. Create a selection. If no selection is created, this function is not available.
2. Right-click the waveform and choose **Zoom Selection** from the shortcut menu. Sound Forge calculates the minimum zoom ratio that allows the full selection to display in the window, then zooms and centers the selection in the data window.

To reverse this function, right-click the waveform, choose **Zoom**, and choose **Out Full** from the submenu.

### Zooming the window

Right-click the level ruler and choose **Zoom Window** from the shortcut menu. Sound Forge calculates the maximum zoom level that allows the loudest portion of the selection to display in the window and adjusts the entire sound file.

To reverse this function, right-click the level ruler and choose **Zoom Out Full** from the shortcut menu.

### Zooming out full

To quickly display all data in a data window, right-click the waveform, choose **Zoom**, and choose **Out Full** from the submenu. This command sets the zoom ratio and zoom level to the lowest values required to display all data in the window.

To reverse this function, go to the **View** menu, choose **Zoom Time**, and choose **Normal** from the submenu.

### Zooming in full

To quickly set the zoom factor to its maximum magnification, right-click the waveform and choose **Zoom In Full** from the shortcut menu. The maximum magnification available is 24:1 in the full version of Sound Forge and 1:1 in Screenblast Sound Forge.

To reverse this function, right-click the waveform and choose **Zoom Normal** from the shortcut menu.

### Optimizing time and level ruler scaling

To optimize both the time ruler and level ruler display of a selection, double-click the level ruler. Double-clicking the level ruler a second time restores both displays to their default levels.

## Using the Magnify tool

The Magnify tool provides an additional way to magnify a section of an audio file. You can access the Magnify tool in three ways.

- From the **Edit** menu, choose **Tool**, and choose **Magnify** from the submenu.
- Click the **Magnify** tool button (  ) on the Standard toolbar.
- Click the **Edit Tool Selector** in the upper-left corner of the data window until the Magnify tool appears.



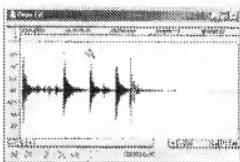
To temporarily use the Magnify tool, hold **Ctrl** while creating a selection.

When you select the Magnify tool, the cursor displays as  . You can use this tool to create a selection box indicating how audio data is magnified. By using the Magnify tool and toggle-clicking the mouse, you can toggle between time zoom, level zoom, and simultaneous time/level zoom.

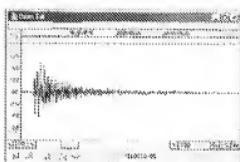
For more information, see *Using the mouse* on page 23.

### Zooming the time ruler with the Magnify tool

1. Drag the Magnify tool on the waveform to make a small selection box.
2. Toggle-click the mouse until the selection box is the same height as the data window.
3. Drag the Magnify tool to create a time zoom selection and release the mouse button. The zoom ratio of the selection increases.



Selection box spans the height of the window



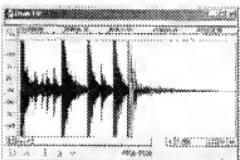
The selection is time zoomed

### Zooming the level ruler with the Magnify tool

1. Drag the Magnify tool on the waveform to make a small selection box.
2. Toggle-click the mouse until the selection box is the full width of the data window.
3. Drag the Magnify tool to create a level zoom selection and release the mouse button. The zoom ratio of the selection increases.



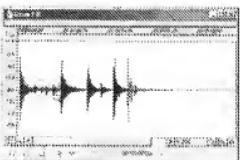
Selection box spans the width of the window



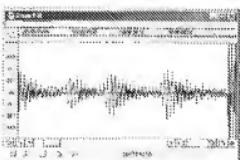
The selection is level zoomed

### Zooming both time and level with the Magnify tool

1. Drag the Magnify tool on the waveform to make a small selection box.
2. Toggle-click the mouse until the selection displays as a box.
3. Drag the Magnify tool to create a time/level zoom selection and release the mouse button. The level zoom and time zoom of the selection increase.



Selection displays as a box



The selection time and level are zoomed

## Selecting audio using start and end values

You can select audio by dragging the mouse or by using keyboard shortcuts (pg. 261). For the sake of accuracy, however, it is often useful to create selections by entering specific start and end point values. The Set Selection dialog allows you to create selections in this way or by choosing a preset selection from the Selection drop-down list.

1. For users of the full version of Sound Forge, from the **Edit** menu, choose **Selection**, and choose **Set** from the submenu.

For users of Screenblast Sound Forge, from the **Edit** menu, choose **Selection**.

The Set Selection dialog appears.

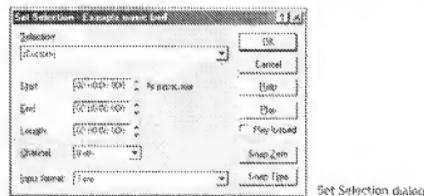


Press **[Ctrl]+[Shift]+[D]**.

2. From the Input format drop-down list, choose the format to be used for creating the selection. The values in the Start, End, and Length boxes change to reflect the specified format.
3. Configure the selection by entering appropriate values in the Start and End or the Start and Length boxes.
4. If you are working with a stereo file, choose Left, Right, or Both from the Channel drop-down list.
5. Click **OK**.

## Using the Set Selection dialog

The following sections briefly describe additional controls located in the Set Selection dialog.



Set Selection dialog

### Play

Clicking **Play** plays the current selection.

### Play looped

Selecting the **Play looped** check box allows you to play the selection in Looped Playback mode.

### Snap Zero

Clicking **Snap Zero** forces the Start and End values of the selected area to the next zero-crossing.

### Snap Time

Clicking **Snap Time** forces the Start and End values of the selected area to a whole time division as designated by the markings on the data window's time ruler.

### Zero-crossing preference

When using a **Snap to zero** command, you can configure Sound Forge to snap to positive slope, negative slope, or either slope zero-crossings.

1. From the **Options** menu, choose **Preferences**, and click the **Editing** tab.
2. From the **Snap to zero-crossing slope** drop-down list, choose the desired slope and click **OK**.

## Selecting audio during playback

Sound Forge allows you to create selections during playback using the **Mark In** and **Mark Out** commands. These commands place temporary markers in the data window, which are then used to create the selection. While you can place these markers by choosing **Mark In** and **Mark Out** from the **Special** menu, the keyboard equivalents are more useful.

1. Play the audio file in the current data window.
2. During playback, press **[I]** where the selection will begin.
3. Press **[O]** where the selection will end. Sound Forge creates a selection using the in and out points you identified.

## Fine-tuning a selection

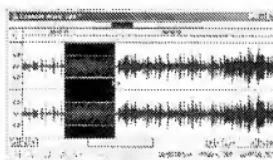
After creating a selection, you may discover that the start or end point has not been positioned properly. In cases like this, you can try to reselect the data, but it can be difficult to accurately create selection points. For this reason, Sound Forge provides a number of tools designed to help you fine-tune selections.

If you find that the selection jumps unexpectedly as you fine-tune it, snapping may be turned on. For more information, see *Understanding snapping* on page 260.

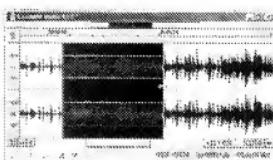
### Adjusting a selection with the mouse

You can fine-tune selection start and end points by dragging the edge of the selection to a new location.

1. Open a file and create a selection in the waveform.
2. Position the mouse pointer over one of the selection edges. The pointer displays as a bi-directional arrow (**↔**).
3. Drag the selection edge to a new position.



Drag the edge of the selection to a new position.



4. Release the mouse button. The selection updates.

### Adjusting a selection with the keyboard

Using the keyboard, you can quickly and accurately select data or update a selection. For more information, see *Selecting data* on page 261.